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1 Edisim and Edicap: Graphical simulator interfaces
Dwight D. Hill
June 1983 **Proceedings of the 20th conference on Design automation**

Full text available: pdf(749.75 KB)   Additional Information: full citation, abstract, references, index terms

Edisim and Edicap are new CAD tools that greatly simplify the use of simulation in LSI design. Unlike previous simulator systems which require the user to type in commands textually, the edisim/edicap user works directly from the chip layout displayed on a color monitor. Input nodes are identified merely by pointing to them. This eliminates the problem of referring to internal nodes by names which are often artificial and arbitrary (e.g. "c10.mp2"). Likewise, si ...

2 Session IV - hypertext systems: Intermedia: issues, strategies, and tactics in the design of a hypermedia document system
L. Nancy Garrett, Karen E. Smith, Norman Meyrowitz
December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperative work**

Full text available: pdf(1.20 MB)   Additional Information: full citation, abstract, references, citings

A hypermedia system provides a tool for cooperative work by allowing writers and designers to share a network of linked documents where they can create documents, link their own and others' documents together, and leave notes for one another. This paper discusses issues that designers need to address in the development of hypermedia systems. Major issues involve what kind of linking, contexts, and visual modeling the system provides. The composite of the answers to these issues determines the na ...

3 Eliminating the address translation bottleneck for physical address cache
Tzi-cker Chiueh, Randy H. Katz
September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems**, Volume 27 Issue 9

Full text available: pdf(1.28 MB)   Additional Information: full citation, references, citings, index terms

4 Real time design and animation of fractal plants and trees
Peter E. Oppenheimer
August 1986 **ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques**, Volume 20 Issue 4

Full text available: pdf(9.72 MB)   Additional Information: full citation, abstract, references, citings, index terms

The goal of science is to understand why things are the way they are. By emulating the logic of nature, computer simulation programs capture the essence of natural objects, thereby serving as a tool of science. When these programs express this essence visually, they serve as an instrument of art as well.This paper presents a fractal computer model of branching objects. This program generates pictures of simple orderly plants, complex gnarled trees, leaves, vein systems, as well as inorganic stru ...

5 A CAD system for the design of field programmable gate arrays

Dwight D. Hill

June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**

Full text available: pdf(764.14 KB)   Additional Information: full citation, references, citings, index terms

6 Gardeners and gurus: patterns of cooperation among CAD users

Michelle Gantt, Bonnie A. Nardi

June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.53 MB)   Additional Information: full citation, abstract, references, citings, index terms

We studied CAD system users to find out how they use the sophisticated customization and extension facilities offered by many CAD products. We found that users of varying levels of expertise collaborate to customize their CAD environments and to create programmatic extensions to their applications. Within a group of users, there is at least one local expert who provides support for other users. We call this person a local developer. The local developer is a fellow domain ex ...

Keywords: CAD, cooperative work, end user programming

7 Performance evaluation of three microcomputer based systems in a small business dataprocessing environment.

T. G. Lewis

August 1978 **Proceedings of the first SIGMINI symposium on Small systems**

Full text available: pdf(678.88 KB)   Additional Information: full citation, abstract, index terms

In March, 1977 a team of students under the guidance of the author began studying three personal computer systems to determine their strengths and weaknesses when placed in a data processing environment. The three systems were chosen to represent a broad spectrum of contemporary microcomputer based data processing equipment. System W is a firmware BASIC computer originally designed for scientific applications but found being used in a variety of business processing applications. System T is ...

Keywords: Application software, Benchmarks, Business computer evaluation, Files, Microprocessor, Minicomputer performance, ROM BASIC, Tape versus diskette

8 APL problem-solving (tutorial session): a tutorial

Murray Eisenberg, Howard Peelle

August 1989 **Proceedings of the ACM/SIGAPL conference on APL as a tool of thought (session tutorials)**

Full text available: pdf(1.75 MB)   Additional Information: full citation, references, index terms

9 Efficient netlist comparison using hierarchy and randomization

J. D. Tygar, Ron Ellickson

June 1985 **Proceedings of the 22nd ACM/IEEE conference on Design automation**

Programs to compare the layout of ICs with their schematics have recently appeared. These programs have limited functionality and require large amounts of CPU time. We discuss the implementation of a fast [&Ogr;(n(log n)2)] logic comparison algorithm which uses hierarchy and randomization. This algorithm handles swappable components without performance degradation and is extremely robust in the presence of input errors. We include exper ...

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1 The versatility of color mapping
Samuel P. Uselton, Mark E. Lee, Randy A. Brown
October 1986 **Proceedings of the 1986 workshop on Applied computing**

Full text available: 📄 pdf(412.49 KB)   Additional Information: full citation, abstract, references, index terms

Extracting information from large amounts of data by using tables of numbers is difficult. Often, such data can be presented more effectively with graphics. The reduction in the cost of memory has allowed more powerful display systems to provide for the simultaneous display of hundreds, thousands, and even millions of colors. Effective and efficient manipulation of the colors in the display system is necessary to manage the use of such a large number of colors. These extended color capabili ...

2 Algorithms for color analysis
J. A. Hoskins, W. D. Hoskins, J. L. W. May
May 1985 **Proceedings of the 1985 ACM SIGSMALL symposium on Small systems**

Full text available: 📄 pdf(826.84 KB)   Additional Information: full citation, abstract, references

The usual algorithms for the analysis and synthesis of woven textile structures assume, in general, that the interlacement data is binary, and that this data corresponds on a one-to-one basis with the visible pattern exhibited by a cloth constructed of just two colors. As soon as this two-valued restriction is lifted and the data array is permitted to contain an arbitrary number of colors, the analysis algorithm becomes considerably more complicated. Three classes of solutions now become po ...

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1 Eiffel Linda: an object-oriented Linda dialect
Robert Jellinghaus
December 1990 **ACM SIGPLAN Notices**, Volume 25 Issue 12

Full text available: 📄 pdf(1.68 MB)   Additional Information: full citation, abstract, citings, index terms

Eiffel is a statically-typed object-oriented language which supports good software engineering techniques but provides no support for concurrency; Linda is a parallel programming model which provides a uniform semantics for coordination and communication among multiple processes. This paper describes an Eiffel Linda which injects the Linda operations into the Eiffel language. The resulting synthesis extends both Eiffel and Linda; the implications of the synergy between the two systems are examin ...

2 A secure distributed capability based system (extended abstract)
Howard L. Johnson, John F. Koegel, Rhonda M. Koegel
October 1985 **Proceedings of the 1985 ACM annual conference on The range of computing : mid-80's perspective: mid-80's perspective**

Full text available: 📄 pdf(1.22 MB)   Additional Information: full citation, references, index terms

Keywords: capability architecture, computer security, distributed system security, network encryption

3 How to write parallel programs: a guide to the perplexed
Nicholas Carriero, David Gelernter
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available: 📄 pdf(3.27 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

We present a framework for parallel programming, based on three conceptual classes for understanding parallelism and three programming paradigms for implementing parallel programs. The conceptual classes are result parallelism, which centers on parallel computation of all elements in a data structure; agenda parallelism, which specifies an agenda of tasks for parallel execution; and specialist parallelism, in which specialist agents solve problems cooperatively. The programming paradigms ce ...

4 Linda in context
Nicholas Carriero, David Gelernter
April 1989 **Communications of the ACM**, Volume 32 Issue 4

Full text available: pdf(1.66 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

How can a system that differs sharply from all currently fashionable approaches score any kind of success? Here's how.

5 <u>Ada-Linda: a powerful paradigm for programming distributed Ada applications</u>
Yvon Kermarrec, Laurent Pautet
November 1994 **Proceedings of the conference on TRI-Ada '94**

Full text available: pdf(848.17 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In spite of recent advances in hardware and computer technology, we still face a daunting task when programming parallel or distributed systems. The difficulties are linked to the expression and control of concurrent activities and to their communication and synchronization. In this context, our approach is to introduce software engineering features in a domain where these notions are not widely used. We have in mind a set of reusable software components which address various issues related ...

6 <u>The Alpine file system</u>
M. R. Brown, K. N. Kolling, E. A. Taft
November 1985 **ACM Transactions on Computer Systems (TOCS)**, Volume 3 Issue 4

Full text available: pdf(2.95 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Alpine is a file system that supports atomic transactions and is designed to operate as a service on a computer network. Alpine's primary purpose is to store files that represent databases. An important secondary goal is to store ordinary files representing documents, program modules, and the like. Unlike other file servers described in the literature, Alpine uses a log-based technique to implement atomic file update. Another unusual aspect of Alpine is that it performs all commu ...

7 <u>Applications experience with Linda</u>
Nicholas Carriero, David Gelernter
January 1988 **ACM SIGPLAN Notices , Proceedings of the ACM/SIGPLAN conference on Parallel programming: experience with applications, languages and systems**, Volume 23 Issue 9

Full text available: pdf(1.36 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We describe three experiments using C-Linda to write parallel codes. The first involves assessing the similarity of DNA sequences. The results demonstrate Linda's flexibility—Linda solutions are presented that work well at two quite different levels of granularity. The second uses a prime finder to illustrate a class of algorithms that do not (easily) submit to automatic parallelizers, but can be parallelized in straight-forward fashion using C-Linda. The final experiment describes th ...

8 <u>Electronic art history: an approach that works, but not without its glitches</u>
John Link
October 1994 **Proceedings of the 22nd annual ACM SIGUCCS conference on User services**

Full text available: pdf(1.25 MB)   Additional Information: <u>full citation</u>, <u>index terms</u>

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